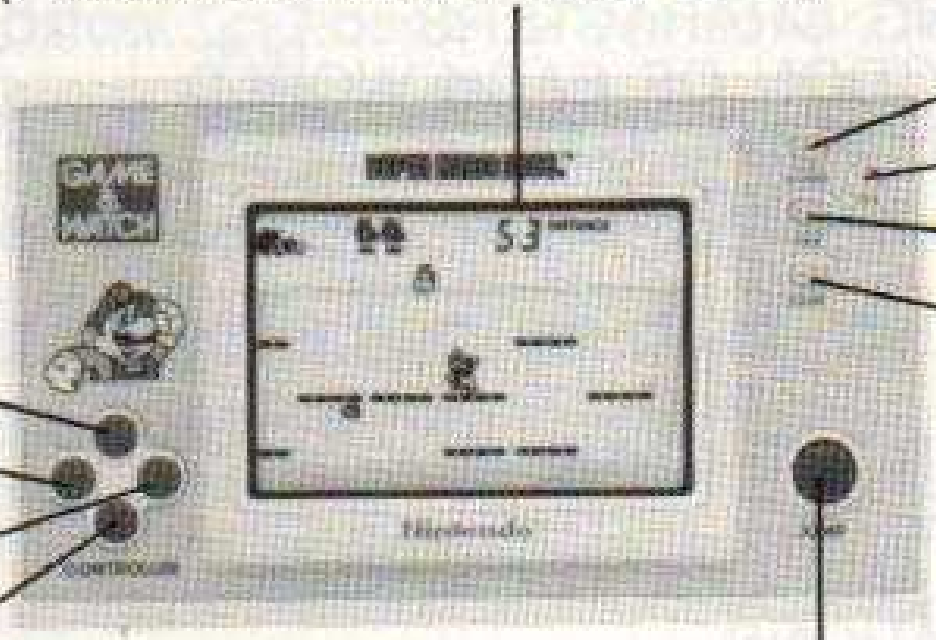
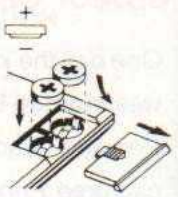
# ELECTRONIC GAME & WATCH™

## SUPER MARIO BROS.™ (YM-105)




http://www.replacementdocs.com

## INSERTING THE BATTERY (REPLACEMENT OF BATTERY)




1. Remove the battery cover from the back of the unit sliding it off in the direction shown.
2. Install the battery with the + side facing up.
3. Close the lid in reverse procedure of 1.

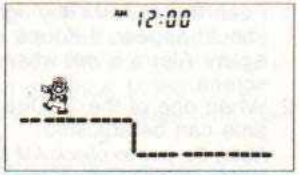
- This game uses two LR44 or SR44 batteries.
- When the battery power weakens, the character display becomes vague and sound becomes low or completely diminished. In such cases, immediately replace the battery. (If exhausted battery is left in the unit, it may result to damaging the game.)

4. When ACL switch is pressed lightly with a sharp-pointed instrument, few seconds later AM 12:00 will be displayed.

- Carefully read the instruction on the battery package.



## TIME SET




1. When ACL switch is pressed with a sharp-pointed instrument and released, after 2 or 3 seconds, the display shown in the diagram will appear.

- If you wish to set the time without erasing the highest score or alarm, keeping the TIME key depressed, press and release the ALARM key.

2. When one of the ✣ Direction button is pressed, the hours can be adjusted. (Be sure to check AM and PM)
3. When JUMP button is pressed, minutes can be adjusted.
4. By adjusting in accordance with above method and then pressing the TIME key, the clock will start. Pattern display moves every second.

***NOTE:*** *ACL switch should not be depressed for an extended time of period as it will result in high battery consumption.*

## ALARM SET

1. Push the ALARM key lightly. Alarm Koopa should appear. If Koopa does not appear, push again. Alarm is set when Koopa is on the screen.
2. When one of the ✣ Direction button is pushed, time can be adjusted.
   ***Note:*** *Be sure to check AM & PM.*
3. When JUMP button is pressed, minutes can be adjusted.
4. When TIME key is pressed after above steps have been completed, the Alarm is set and ready.
5. At the Alarm time, Alarm Koopa appears and sounds the Alarm. Alarm sound continues on for about **20 seconds**. To turn off alarm, push the TIME key.
   ***Note:*** *When in the middle of a game at alarm time, Koopa will only nod head but there will be no sounds.*
6. To check Alarm time, press TIME key. Alarm time appears only while the TIME key is depressed.



## GAME SCREEN

The screen consists of a scroll movement to show the distance travelled and a Timer screen to indicate the time consumed. In the scroll screen, Mario will be able to move into the next World if he can successfully pass through a fixed distance. In the Timer screen, if Mario can go through the World within a given time, he will be able to move into the next World.

In order to free the Princess, Mario must pass through the 8 Worlds as follows:

- *World No.1 Canyon*
- *World No.2 Gym*
- *World No.3 Burning Room (Timer Screen)*
- *World No.4 Channel*
- *World No.5 Hop*
- *World No.6 Beam (Timer Screen)*
- *World No.7 Maze*
- *World No.8 Burning Road*

When the 8 Worlds (1st Loop) are cleared, the next 8 Worlds (2nd Loop) awaits Mario. (There are 9 Loops.)

## APPEARING CHARACTERS

**MARIO:** Faces many difficulties to free the Princess. Number of Mario can be increased to a maximum of 4, if you are skilful.

**PRINCESS TOADSTOOL:** Princess of Mushroom Kingdom captured and confined in a castle by the King of the Koopa.

**LAKITU:** Henchman of Koopa who throws hammer from the cloud to hinder the path of Mario.

**BULLET BILL:** Tries to hit Mario.

**1 UP MUSHROOM:** When this is eaten, an extra Mario is added. (Up to maximum of 4 Marios)

**STARMAN:** When this is caught, he becomes an invincible Mario for a while and BULLET BILL or the hammers will not effect him.



Mario, Help!

I am Princess Toadstool of the Mushroom Kingdom. I am in the hands of the Bowser, King of the Koopa. Please rescue me and bring back the peace to the Kingdom of Mushroom. But Mario, you must pass through the dangerous 8 Worlds and face all the ferocious enemy that confronts you.

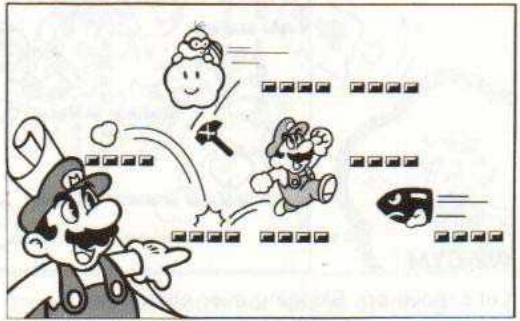
At the end of each world, an illusion of me will be there to guide you to the next world.

However, there are also friends around you. On some of the floors you ride on, there are ☆ and 1UP which I have hidden. These will appear when the floor is punched from the bottom with the JUMP button. The ☆ makes you invincible for 10 seconds and the 1UP gives you 1 extra life. This is the utmost I can offer you Mario, and from here on you must use your own strength.

Please save me as soon as you can.

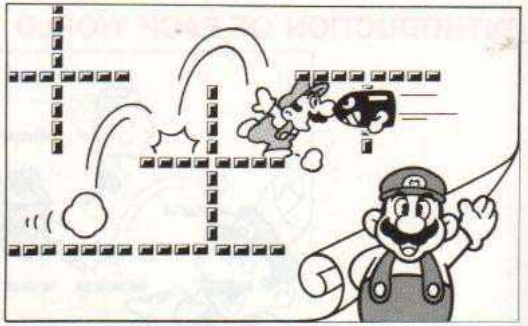
Princess Toadstool

## INTRODUCTION OF EACH WORLD



### *W1-CANYON*

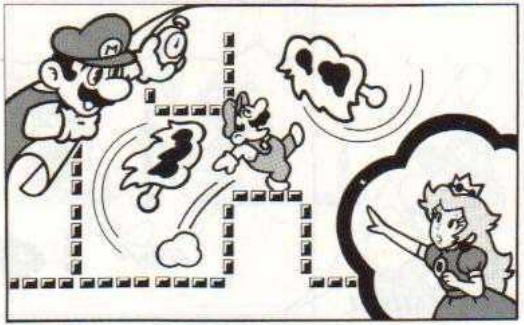
Let's be on our way to an adventure quest!! Be careful not to fall off the floor.



### *W2-GYM*

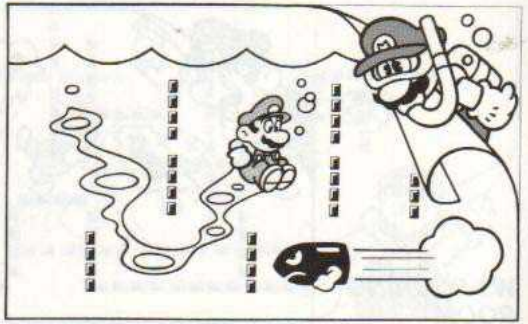
Let's move on. Skipping over obstacles.





### *W3-BURNING ROOM*

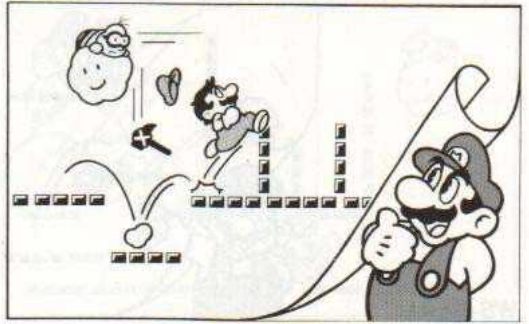
It's a non-scrolling Timer screen! Watch out for the Spinning Flames and head for the Princess.



### W4-CHANNEL

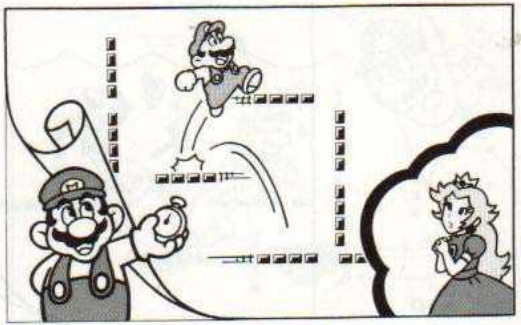
It's the world of under water. Mario is controlled only with the ✣ Direction buttons. Be careful! Don't get squashed between the bars.





### W5-HOP

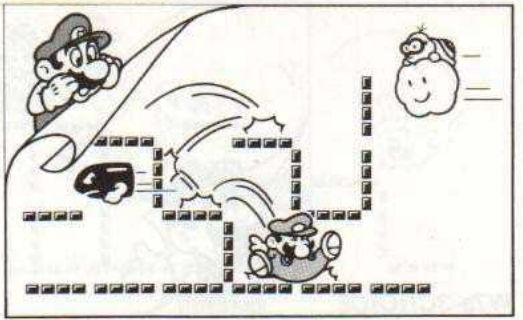
Jump quickly and keep going. Watch out for LAKITU!



### *W6-BEAM*

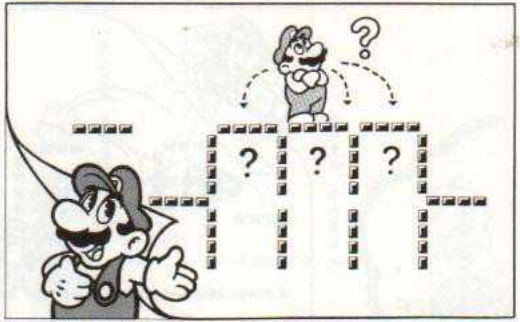
It's timer screen again. Watch your timing! Jump from beam to beam and head for the Princess.





### *W7-MAZE*

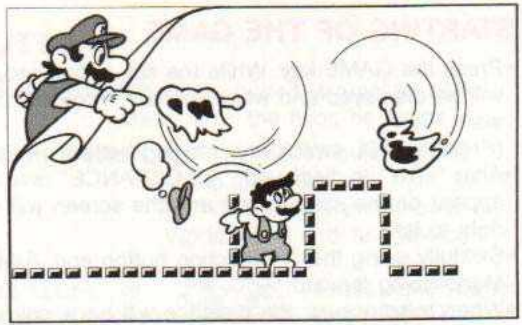
Don't get lost! Carefully pick the right road and keep going.




### *W7a-3CHOICE*

Watch it! There are 3 choice. I wonder which one takes me to the next world? Put Mario on the manhole cover and if the "Down" direction button is pressed, it will go down.





### *W8-BURNING ROAD*

The screen will scroll each time you avoid touching the 2 flames. Proceed carefully, you're getting close to meeting the Princess.

## STARTING OF THE GAME

- Press the GAME key. While the key is pressed, highest score will be displayed and when the key is released the game will start.
  (Pressing ACL switch or removing battery erases high score.)
- After "L1-1" is displayed, "70 DISTANCE" will appear. Mario will appear on the starting line and the screen will start to scroll from right to left.
- Skillfully using the Direction button and JUMP button, keep Mario going forward.
- When miss occurs, the distance will be re-set and quest continues.
- When the fixed distance is cleared, the Princess will appear and guide you the way.



## CONTROL BUTTONS

- **Jump Button:** When this button is pressed while Mario is on the floor, he jumps.
- **Direction Button:** LEFT & RIGHT button move Mario to the left and right. UP & DOWN button are only used in World No. 4 and 7a-3 choice.

- Press "LEFT" or "RIGHT" Direction button.

- Press JUMP button and "RIGHT" Direction button.

- In World No.4, under water path, Mario is controlled with Direction buttons only.

## POINTS

- Points are earned — for distance Mario clears.
  — when 1 world is cleared.
  — when 1 Loop is cleared.
  — when bonus world is cleared.
  — when 1 Up Mushroom or Star is caught.
- Also, at every 1,000 points earned, 1 Mario is added. (Up to maximum of 4)
- In the area where numbers are displayed, points, distance, time, Loops, World numbers, are displayed.
  Maximum points displayed is 9999.
  Maximum Loops & Worlds displayed are "L9-8"
  (9 Loops — 8 Worlds)



## MISSES

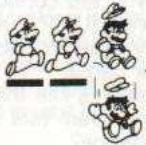
**When Mario is**

—hit by BULLET BILL,

—hit by the hammer dropped by LAKITU,

—touched by the flame,

—squashed against the left side edge of the screen caught in the maze,



—dropped through places where there are no floors,

—in the Timer screen and runs out of time,

**it becomes a miss and 1 Mario is lost.**

## BONUS

Timer screen is a bonus world. When a world is cleared within the set time, bonus points will be added in accordance with the number of loops cleared.

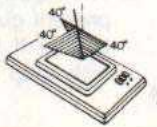
## HINTS FOR THE GAME

- If you are confident with your playing skill, press JUMP button while pressing the GAME key. Next, release GAME key and try playing the game.
- It seems like the appearance of the 1 Up Mushroom has something to do with the distance?
- It seems like the appearance of the Star has something to do with LAKITU or the BULLET BILL?



## CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle.
   The best angle at which to look is as illustrated in the figure.



## BATTERY AND LIQUID CRYSTAL

### *Battery

1. When battery is removed from GAME & WATCH, be sure to keep it out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge battery or place it on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do no use battery as toy. Use only as intended in GAME & WATCH.

### * Liquid crystal

1. The liquid crystal display uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
2. The liquid crystal display is designed as best as possible to prevent glass from shattering and liquid leaking if the display is broken. If, however, liquid does contact the skin, wash immediately with soap and water.



## SPECIFICATIONS

**Accuracy of the clock** : Average daily differential within ±3 secs. (under normal temperature)

**Battery** : Two Button type batteries (LR44 or SR44)

**Life of the battery** : For clock display
Approx. 6 months on LR44
Approx. 12 months on SR44
For one-hour-game a day
Approx. 5 months on LR44

**Working temperature** : 10 °C to 40 °C (50 °F to 104 °F)

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